

CAPITALIZATION Teacher Management

There are two sections of TEACHER MANAGEMENT: STUDENT MANAGEMENT and PROGRAM MANAGEMENT. STUDENT MANAGEMENT enables you to display, print, or delete the student files stored on the disk. PROGRAM MANAGEMENT enables you to adjust the number of questions in a run, the percent of questions a student must answer correctly to play the reward game, and the highest recorded score for the game.

To gain access to TEACHER MANAGEMENT, enter the code words TEACHER MENU when the computer displays "Please enter your name and press RETURN." The TEACHER MANAGEMENT menu appears:

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** TEACHER MENU **

1. STUDENT MANAGEMENT
2. PROGRAM MANAGEMENT
3. RETURN TO INSTRUCTIONAL LESSONS

ENTER THE NUMBER OF YOUR CHOICE AND
PRESS RETURN. ■
    
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Student Management

Each time a student completes a run of questions from a particular level, a file of information is stored in STUDENT MANAGEMENT. A total of 200 student files may be stored at one time.

Each student file contains:

1. Student name (maximum of 13 characters)
2. Lesson number
3. Number of answers correct (such as 8 of 10, or 12 of 16)
4. Percent of answers correct (rounded to nearest whole percent)

NAME	LESSON NUMBER	NUMBER CORRECT	PERCENT CORRECT
DAN.....	5	2 OF 5	40%
ESTHER.....	5	2 OF 5	40%
FRAN.....	4	5 OF 5	100%
GAYLE.....	4	3 OF 3	100%
GAYLE.....	4	2 OF 3	67%
GAYLE.....	4	1 OF 3	33%

----- END OF LIST -----

Once all 200 files are filled, a warning message appears when students enter their names. The message instructs students to show the screen to their teacher. At this point there are two choices:

1. You may tell the students to continue. (In this case, their names and scores are not recorded on the disk.)
2. If you want the microcomputer to keep a record of students' scores, you must delete part or all of the existing student files.

When you choose STUDENT MANAGEMENT this menu appears:

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STUDENT MANAGEMENT

1. DISPLAY ALL STUDENT FILES.
2. DISPLAY INDIVIDUAL STUDENT FILE(S).
3. DELETE ALL STUDENT FILES.
4. DELETE INDIVIDUAL STUDENT FILE(S).
5. PRINT ALL STUDENT FILES.
6. PRINT INDIVIDUAL STUDENT FILE(S).
7. RETURN TO TEACHER MENU.

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ENTER THE NUMBER OF YOUR CHOICE AND
PRESS RETURN. ■
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1. DISPLAY ALL STUDENT FILES

This section displays all of the stored student files on the monitor screen. The screen first displays the message "Loading Student Files, Please Wait." The microcomputer is arranging the student files into alphabetical order which takes about a minute. Dashes appear on the screen as each student file is correctly alphabetized and when the dashes reach the asterisk, the first set of student files appears on the monitor. At the end of the list, the microcomputer tells you how many of the 200 files are filled and how many are open. If most of the files are filled, consider printing and/or deleting some or all of the files.

2. DISPLAY INDIVIDUAL STUDENT FILE(S)

This section displays the file(s) of any particular student on the monitor screen. You are asked to enter the student's name and you must enter it exactly as the student did. This includes not only spelling, but the use of spaces, periods, etc. For example, if a student entered her name as Susan R. and you omit the period and enter the name as Susan R, the microcomputer tells you it has no file for that name. (If you are in doubt about how a student entered his/her name, return to STUDENT MANAGEMENT menu and choose option 1 to check the student's name.) After you enter a student's name, all files for that student are displayed in the order in which the student worked through the various levels. You then have the choice of displaying another student file or returning to STUDENT MANAGEMENT menu.

3. DELETE ALL STUDENT FILES

This section enables you to delete all student files completely. The microcomputer asks if you want to delete all files. If you do, enter YES. (If you do not want to delete all files, enter NO and you return to STUDENT MANAGEMENT menu.) Next is a CAUTION message. At this point, please be sure that you do want to delete all files. Remember, once the information is deleted, you cannot get it back. If you may need the information for future reference, use the print option (choice 5 on STUDENT MANAGEMENT menu) to produce a paper copy or record the information in your grade book, etc. Once you are sure of your decision, enter DELETE and press RETURN. All student information is cleared from the disk and you once again have space for 200 files. If you change your mind about deleting, press only the RETURN key and you will return to STUDENT MANAGEMENT menu.

4. DELETE INDIVIDUAL STUDENT FILE(S)

This section enables you to delete the file(s) of any particular student. As described above under DISPLAY INDIVIDUAL STUDENT FILE(S), you must enter the student's name exactly as the student did. After entering the student's name, a CAUTION screen appears. This is to remind you that once a file is deleted, you cannot get the information back. You are asked to enter the word DELETE and press RETURN. This deletes every file of the named student. After the student's file(s) are deleted, you are told how many of the 200 files are now open. Then you have a choice of deleting another student's file(s) or returning to STUDENT MANAGEMENT menu.

5. PRINT ALL STUDENT FILES

This section enables you to print all stored files. You must have a printer hooked up to your microcomputer. You first see the message, "Loading Student Files." The microcomputer is arranging the student files into alphabetical order which takes about a minute. Dashes appear on the screen as each student file is correctly alphabetized and when the dashes reach the asterisk, the first set of student files appears on the monitor. The microcomputer then prints a list of all the student files. The microcomputer also prints the number of files on the list and the number of files that are open.

Use a capital letter to begin the
names of holidays and special days.

Press RETURN to continue. ■

Lesson 4: Holidays and Special Days

Capitalize the names of special
places in your area, your country,
and around the world. For example,
the names of such places as streets,
schools, stores, parks, rivers, cities,
and states should begin with a capital
letter.

Press RETURN to continue. ■

Lesson 5: Proper Place Names

When students have chosen a lesson, they are given the
following instructions:

INSTRUCTIONS

Use the arrow keys to move the
pointer from word to word.

When the pointer is under a word
which you think should begin with a
capital letter, press C.

Press X if you want to change a
capital letter back to a small letter.

When you think the sentence is
correct, press RETURN.

Press RETURN to continue. ■

Students are then presented with a run of 10 sentences.

Sentence 1 of 10

Ready, LINDA.

On tuesday my parents are going
A
to vote.

Press I to see the instructions.

When you think the sentence is
correct, press RETURN.

To change the number of sentences in a run, see PROGRAM MANAGEMENT. The sentences are randomly generated from a bank of approximately 50 sentences per lesson. This results in different sentences for each run. Students may return to the instructions at any time during the lesson by pressing "I."

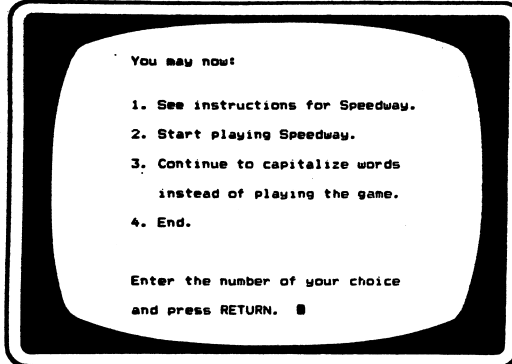
The number of words which should be capitalized varies from sentence to sentence. All appropriate words in a sentence must be capitalized. If a sentence is counted as incorrect. Students may capitalize words or change them back to lower case at their own rate of speed. When they think that the entire sentence is correct, they press RETURN.

Students are given three opportunities to capitalize the words in each sentence correctly. After the first and second incorrect answers, they are told, "No, try again." After the third incorrect response, the correct sentence is displayed.

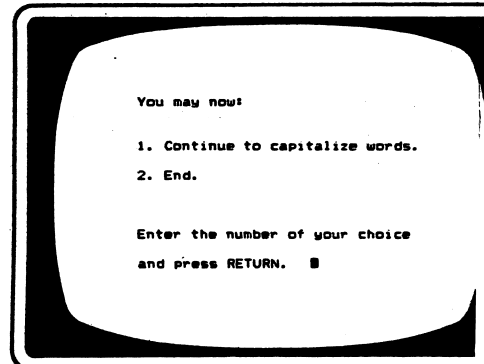
At the end of each run, the microcomputer displays the following information:

1. Lesson completed
2. Number of sentences presented
3. Number of sentences capitalized correctly on the first try
4. Percent of sentences capitalized correctly on the first try

Students who score at least 80% (or the percent specified by the teacher) are given four choices:



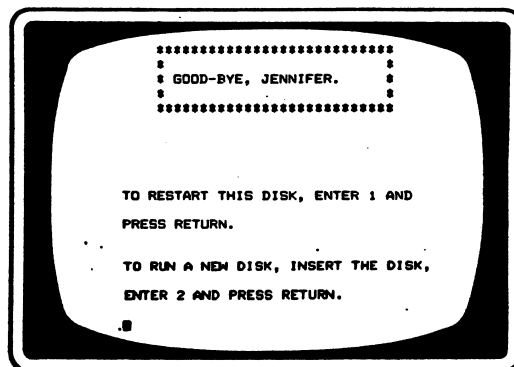
Students who score less than 80% (or the percent specified by the teacher) are given two choices:



The game option is described elsewhere under REWARD GAME: SPEEDWAY. The percent a student must score to play the game may be adjusted. See PROGRAM MANAGEMENT.

Students who choose to continue capitalizing words are routed according to the score they received on the lesson just completed. who score less than 80% repeat the same lesson (but with different sentences). Students who score 80% to 100% are shown the they may choose a new lesson.

If students choose to end, the microcomputer bids them good-bye. At this point there are two choices:



6. **PRINT INDIVIDUAL STUDENT FILE(S)**

This section enables you to print the file(s) of any particular student. You must have a printer hooked up to your microcomputer. You are asked to enter the student's name, and you must enter it exactly as the student did. The microcomputer prints all the file(s) for that student in the order in which the student worked through the various levels. You then have the choice of printing another student's file(s) or returning to STUDENT MANAGEMENT menu.

7. **RETURN TO TEACHER MENU**

This option returns you to the TEACHER MENU.

Program Management

PROGRAM MANAGEMENT gives you the opportunity to control certain guidelines of the program. You may adjust the number of questions presented in a run, the percent of questions a student must answer correctly to play the game, and the highest recorded score for the game.

When you choose PROGRAM MANAGEMENT this menu appears:

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PROGRAM MANAGEMENT

1. NUMBER OF QUESTIONS... 1-50 10
2. PERCENT OF QUESTIONS A
   STUDENT MUST GET RIGHT
   TO PLAY THE GAME... 1-100% 80%
3. HIGHEST SCORE ON
   THE GAME... 0-9999 0
4. RETURN TO TEACHER MENU.

ENTER THE NUMBER OF THE OPTION YOU
WANT TO CHANGE AND PRESS RETURN.
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1. **NUMBER OF QUESTIONS**

This option enables you to change the number of questions per run. The program is preset at 10 questions per run. If you choose this option the cursor moves up to the preset number and allows you to enter a number from 1-50.

2. **PERCENT OF QUESTIONS A STUDENT MUST GET RIGHT TO PLAY THE GAME**

This option enables you to change the percent of questions a student must get right to play the game. The program is preset at 80%. If you choose this option the cursor moves up to the preset number and allows you to enter a number from 1-100%.

3. **HIGHEST SCORE ON THE GAME**

This option enables you to reset the highest recorded score for the game. The program is preset at 0 (zero). As various students play the game, this value changes each time a new high score is reached. You may wish to reset this value to zero when, for example, a new group of students starts using the disk. If you choose this option the cursor moves up to the preset number and allows you to enter a number from 0 to 9999.

4. **RETURN TO TEACHER MENU**

This option returns you to the TEACHER MENU.

The Lesson

The microcomputer first asks students to enter their names. Students may enter a maximum of thirteen characters. Acceptable characters are letters, numbers, spaces, periods, and hyphens. (Note: If all 200 files for storing names and scores have been used, a warning message appears. See STUDENT MANAGEMENT for further details.) Students are then given the following list of lessons to choose from:

BARNEY, you may choose from
these lessons:

1. First Word in Sentence and "I"
2. Proper Personal Names
3. Days of the Week and Months
4. Holidays and Special Days
5. Proper Place Names

Enter the number of your choice
and press RETURN. ■

Use a capital letter to begin the
first word of every sentence.

Always capitalize the pronoun "I."

Press RETURN to continue. ■

Lesson 1: First Word in Sentence and "I"

Use a capital letter to begin
someone's name.

Always capitalize initials.

Capitalize titles such as Mr., Mrs.,
Ms., and Dr.

Capitalize words such as Mom, Dad,
Grandma, and Grandpa when they are
used as names.

Capitalize words such as aunt,
uncle, and cousin when they are used
with someone's name.

Press RETURN to continue. ■

Lesson 2: Proper Personal Names

Use a capital letter to begin the
days of the week and the names of the
months.

Press RETURN to continue. ■

Lesson 3: Days of the Week and Months

Reward Game: Speedway

Students who score at least 80% (or the percent specified by the teacher in PROGRAM MANAGEMENT) on any level are rewarded with an opportunity to play Speedway.

THE OBJECT OF THIS GAME IS TO COMPLETE
A GIVEN NUMBER OF LAPS AROUND THE TRACK
IN 60 SECONDS.

HOW TO PLAY THE GAME:

1. TO STEER THE CAR PRESS:

I - TO MOVE UP.

J - TO MOVE TO THE LEFT.

K - TO MOVE TO THE RIGHT.

M - TO MOVE DOWN.

PRESS RETURN TO CONTINUE. ■

2. IN LEVELS 2 AND 3, YOU MAY USE THE
SPACE BAR TO CHANGE THE SPEED OF
THE CAR. PRESSING THE SPACE BAR
PUTS ON THE BRAKE AND SLOWS DOWN
THE CAR. TO RELEASE THE BRAKE,
PRESS THE SPACE BAR AGAIN AND THE
CAR RETURNS TO NORMAL SPEED.

PRESS RETURN TO CONTINUE. ■

3. IF YOU HIT THE WALL, YOU CRASH.
OIL SLICKS SLOW YOU DOWN. THEY
APPEAR AS SMALL SPOTS ON THE TRACK.

4. YOU GET TO COMPETE IN 2 RACES.

5. YOU HAVE 3 CARS TO USE IN EACH RACE.

GOOD LUCK!

PRESS RETURN TO CONTINUE. ■

Students are given the choice of three difficulty levels:

♦♦ SPEEDWAY ♦♦

YOU MAY CHOOSE THE LEVEL OF DIFFICULTY.

1. EASY (2 LAPS IN 60 SECONDS)

2. MEDIUM (4 LAPS IN 60 SECONDS)

3. HARD (5 LAPS IN 60 SECONDS)

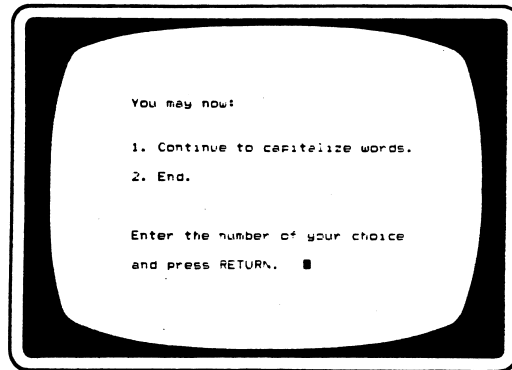
ENTER THE NUMBER OF YOUR CHOICE AND

PRESS RETURN TO BEGIN PLAYING. ■

After each game, students are told:

1. Highest recorded score. (This may be reset by the teacher. See PROGRAM MANAGEMENT.)
2. How many times they have played.
3. What their scores are.
4. How many more chances they have to play.

When students finish their last game, they have two choices:



Students who choose to continue capitalizing words are routed according to the score they received on the lesson just completed. Students who score less than 80% repeat the same lesson (but with different sentences). Students who score 80% to 100% are shown the menu they may choose a new lesson.